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The Backrooms

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Level -33: "Lukewarm Hotel"

VIEW
SOURCE*"Dream Pool"*

A lukewarm pool with a dim light shining in the distance. The water is still, but the faint sound of the lukewarm water flows past. The lights from the ceiling shine around the pool, and the windows provide a beautiful night view, giving it a peaceful feel.

The atmosphere is surrounded by a feeling of isolation and nostalgia. This dreamlike hotel feels so familiar, though the

memories are so distant..."

— *A note.*

Level -33 is the 33rd negative level of the Backrooms.

Survival Difficulty: Class 0

Description

The level consisted of a large hotel with multiple hotel rooms inside, with a familiar feeling surrounding the atmosphere. The floors are tile with carpet occasionally covering them, and the walls are constructed of concrete. The pool was filled with lukewarm water. A perfume scent and chlorine in the room, sometimes a smell of sea air, but no smell of moisture. The sound of faint music that flows nowhere. The pool lights shine in the distance, creating a soft drone. Ceiling lights create different levels of light in the room but also give a nostalgic feeling. The clear, lukewarm water makes you feel safe when soaking.

Many of the hotel rooms were large, with a lukewarm pool of its own. It could be as large as the room or quite small. The tiles in each pool vary in size and color. The light causes the tiles to reflect, making other water surface areas colorful. When not in direct contact with water, tiles are extremely dry. When the wet marks come into contact with the tile, they will be absorbed quickly.

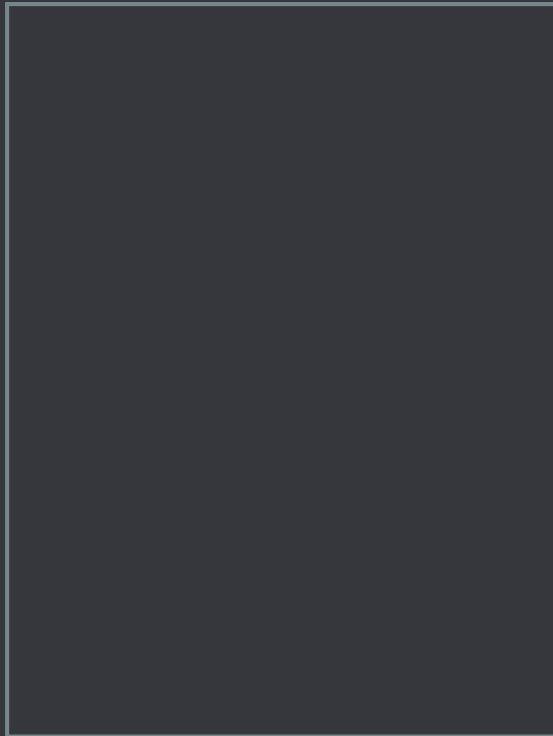
Separate rooms may exist in some hotel rooms. These rooms typically contain another pool, a regular bedroom, storage, etc. Many hotel rooms include furniture such as bookshelves, tables, chairs, beds, sofas, and so on. This furniture is primarily modern with little variation in relative perceived age. Some objects and supplies may appear near the furniture, such as **Almond Water**. Vending machines can also be found, and they are known to be refilled every time you use or take them.

Darkness

A pool without light shining gives a feeling of unease and creepy when staring. Being in the dark makes you feel as if you are not alone. The water is calm, and the air is thin. Only the sound of running water could be heard in the sewers. In the sewer, the water flows down indefinitely. The temperature of the water dropped for an unknown reason. Meanwhile, it

gives a familiar feeling.

The pools are of varying depths, from shallow to extremely deep, or infinite depths. The depth creates a sense of fear and paranoia. Even if light sources are present, as you get deeper, the brightness decreases. You can't see anything beneath it, and you have no idea what's lurking beneath the water. Have you ever had the sensation that there was something at the bottom of the pool? which is constantly watching over you.



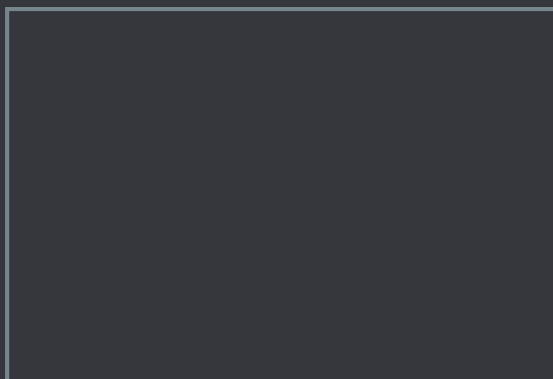
Hallway

The hallways are endless in length, with multiple lights on the ceiling. The hallway is empty, with only light shining through it, giving the atmosphere a sense of isolation. The hallways themselves twist and curve at random, occasionally forming ineffective loops and curls. This feature of the hallways causes wanderers to quickly lose their sense of direction. Exit signs in the hallway are mysterious anomalies; they serve no purpose other than to repeat themselves.

The air conditioners around the place make no noise but provide a cold breeze, making the hallway extremely cold. The wind is blowing through the air. With temperatures close to zero.

The cold air that flows through the hall and through the door into the hotel room cools it down. Some rooms may have more air conditioners. There is no warmth at all.

However, furniture such as vending machines, water fountains, small chairs, and small modern sofas can be found in some areas. There are also lockers on both sides of the hallway, but there aren't many supplies. Each side of the hallway has an orderly row of doors that often lead to hotel rooms but can also lead to "The Outside" or "The Empty Mall."



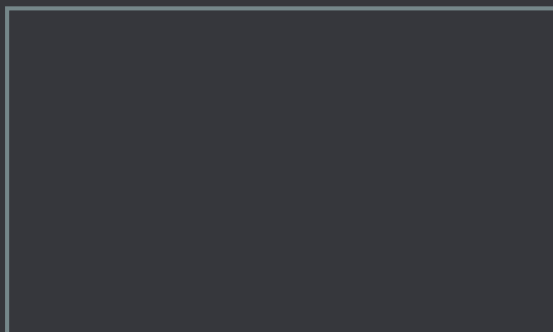
The Outside

The large grassy field expands endlessly into the pitch-black abyss. Only a distant, faint streetlight can be seen in the total darkness. The pool still has light, but not bright enough through the darkness. The bush and coconut tree give off a creepy vibe. The path in this area has the same twisting, looping, and curving layout as the hallway and appears to go on forever. The majority of hotels and buildings have swimming pools nearby. They are rarely small and are typically large. Additionally, these sizable pools may lengthen, creating a maze-like hallway feature.

There are many structures here, scattered about the outside. Here is the main list of these structures, each of which has a distinctive style:

Structure	Properties	Rarity
Resort	A small resorts has an interior similar to a hotel room. Most resorts have numerous connections between them. Some resorts may only have one room. Most resorts have a swimming pool outside, but some have an indoor pool as well. Each resort has its own distinct style.	Common
Store	A regular store, but small. The store contains shelves, a counter, and vending machines. There are some supplies here, but not many. The majority of supplies are baked products, snacks, drinks, instant food, and housewares. It is known that supplies are refilled by automatic, but it takes several days. There are no swimming pools in the store; they only appear on the outside.	Common
Indoor Swimming Pool	A large indoor pool resided inside a structure. The only things you can find in this place are vending machines and shower rooms. The neon lights in the pool are the only sources of light inside the building. It is known that the indoor pool may be connected to the outdoor pool as well.	Rare
Storage	A small building appears to be storage. Many useful supplies are scattered throughout this area on the floor, in boxes, and in crates. Supplies are known to be refilled automatically, but it takes many weeks. It is completely dark here since there is no light source in this building. The storage neither has an indoor pool nor an outdoor one.	Rare

It was darkness... There is no day/night cycle; it is always midnight time. The cold wind blows down from the dark abyss. A breeze completely freezes anything in its path. The breeze makes the temperature outside unpredictable, with some areas being cold and others being extremely cold. The cold temperature with the atmosphere of isolation gives the fear of the darkness and makes you feel as though you are not alone.



The Endless Sea

Going further... The sea expands endlessly with the sound of sea waves. Only the water and the abyss are visible in the distance. The abyss slowly becomes less completely dark and more luminous, like the sunset. Despite the strong winds coming from the cold area toward the sea, the temperatures are cool and comfortable, giving a peaceful feeling.

The water in the sea is lukewarm, similar to the lukewarm pool, with the water still clean and having the smell of sea air. The ocean's depth ranges from very shallow to infinity. Every two hours, the sea level rises. Every location will vary in height, and some locations won't raise the water level. The sea will continue to rise for an additional hour. The sea level will eventually return to its original height in the same amount of time that it took to rise.

Most of the structures located near to or connected to the sea are resorts. Countless seashells have also been discovered on the beach and underwater, though it is unknown how they got there.

The Empty Mall

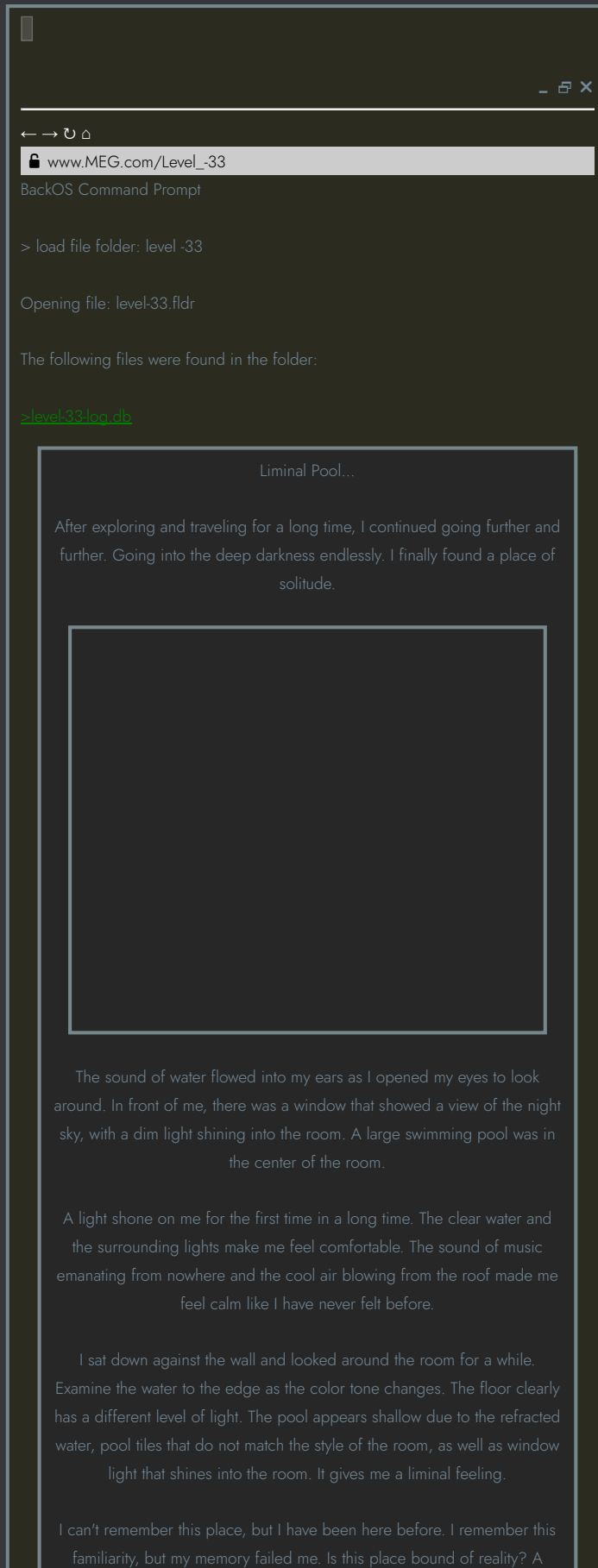
The mall is completely dark, with only neon lights shining around it. The mall has a white concrete wall and a gray tile floor. The mall is quite large but empty, with only slow-moving escalators. The neon light shines on the floor, causing the surrounding area to light up slightly, giving a liminal rather than creepy feeling.

The mall's layout is unstable, causing frequent dead ends, numerous pillars with no purpose, and many escalators in the same location. Additionally, there are a few small, separate hallways that typically lead to empty storage, restrooms, stairwells, or back to the hotel. It is well known that these hallways expand like a maze, causing wanderers to become lost.

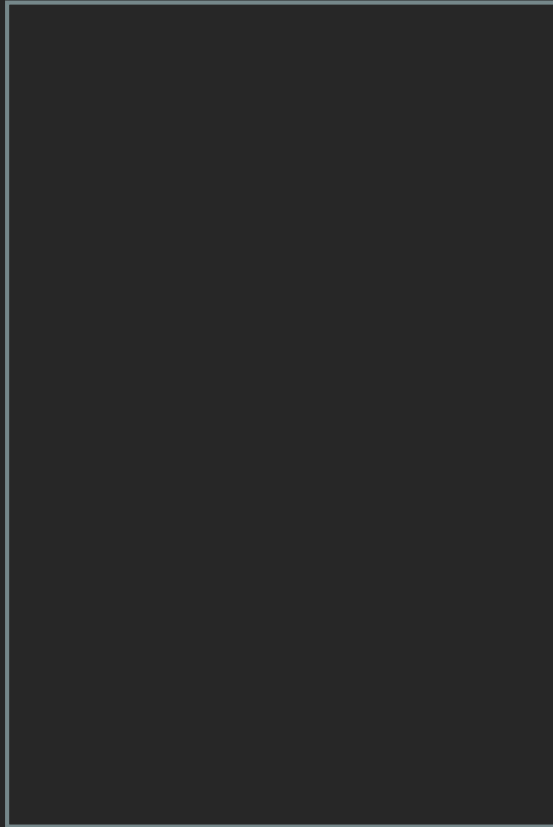
The mall has many stores lined up in a row, but the majority of them are shut with iron gates or completely empty. Although it is hard to find, some stores are open. These stores have shelves, a counter, and vending machines, just like the stores that show up in The Outside. The shelves are stocked with goods like baked products, snacks, drinks, instant food, and housewares. It is known that supplies are refilled by automatic, but it takes several days.

The air conditioning in the mall is widespread, but it differs from that in hotels. It produces a

light breeze of cold air with a faint air-conditioning blower sound. The air conditioner didn't provide particularly cold air, so the temperature was cool and comfortable. Looking up... There are lights coming from a great distance away that go on forever. There are infinite floors here that are accessible by escalator, stairway, and elevator. Only a few floors can be accessed by elevator.



place between liminal space and reality. This place seems to be inside the deepest reaches of my minds.

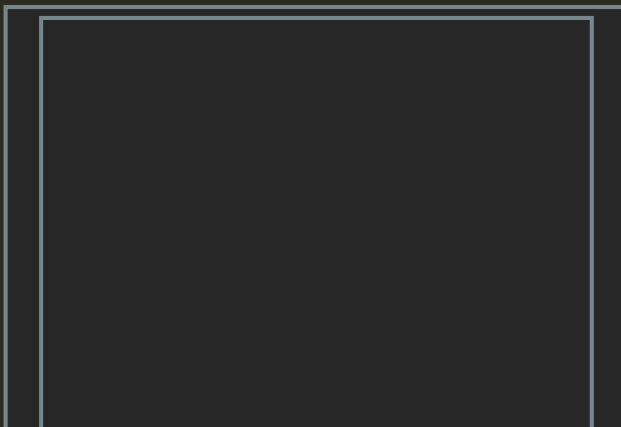


I put my hand in the water, it was quite warm. I felt tired today. Maybe I might take a break here, I thought to myself. I decided to soak in the water. The water began to slowly wave past to the pool's edge. The light from the pool shone on me.

I explored the pool despite its emptiness. I felt like I was exploring a forgotten memory, maybe I had seen this place in my dream. I walked through innumerable pools without reason. Every pool seemed to be silent, with a sense of isolation surrounding the atmosphere.

I stopped walking and sat in the water. I looked out the windows in front of me. It depicts the exterior of the hotel that will last forever. The light was shining in the distance from the pool and the light street from the outside. All my worries are forgotten. When did everything become so difficult? I want to stay here forever.

[level 33 lukewarm water db](#)

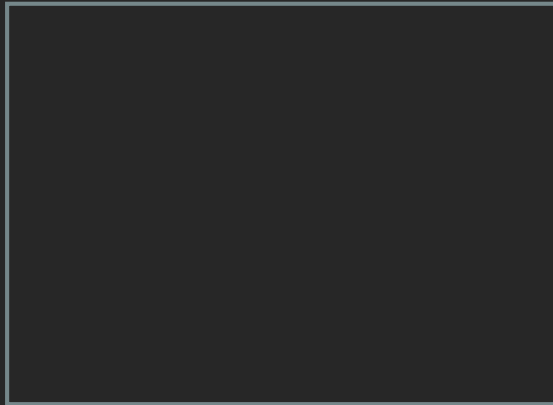


Lukewarm Water...

After a long investigation and research, I have finally found more information about lukewarm water.

The lukewarm water is consistently clean. When there is dirt in the water, it will gradually fade. I discover that the water contains an unidentified substance apart from H₂O. This substance is referred to as a "Level -33 compound."

Even though there is a water purifier in the pool, but Level -33 compound will keep the water clean all the time. If the water contains any dirt, the Level -33 compound will turn the dirt into water. The water is safe to consume and has no harmful effects. Level-33 compound can also help relieve stomach pain.



Cold Water...

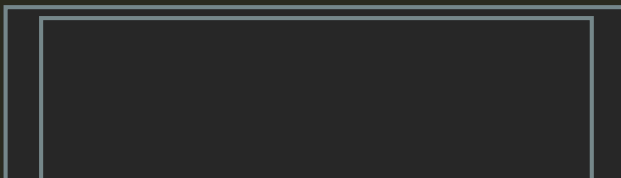
The water wasn't always warm; sometimes it was cold. In the dark, you might sense why the water is cold. Brightness will increase the temperature of the water by Level -33 compound. The maximum temperature is 42 °C (107 °F), depending on how bright the light is shining on the water. The water's temperature will drop to 10 °C (50 °F) or 27 °C (80 °F) when it is completely dark. Soaking in water with a sufficient light source is advised.

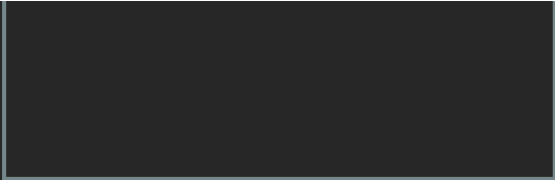
The lukewarm water comes from the sea, as I discovered numerous pipes beneath the sea. The pool and the sea are connected by this pipe. The drain in the pool also leads back to the sea, preventing water from overflowing from the pool.

The Level -33 compound also produces a chlorine odor when evaporated. People who breathe in chlorine have the ability to hold their breath for an extended period of time compared to normal — up to almost two hours in some cases.

A smell of sea air comes from seashells discovered beneath the sea, and a perfume scent comes from the hotel room, both of which have no effect, only smell.

[~level 33 windows db](#)

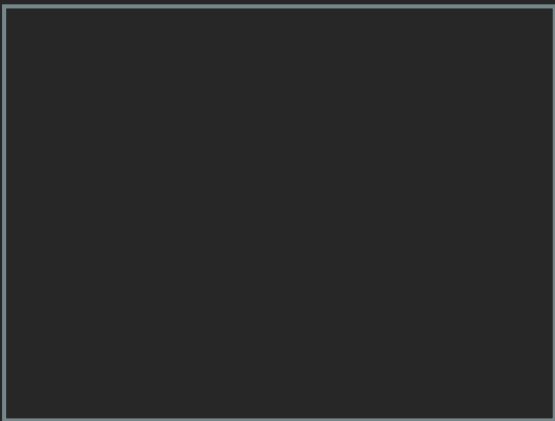




Night View...

"Every room has windows that show a beautiful night view of The Outside. However, the hotel is indefinite, how is this even possible? Do the windows are connection points between each section?"

The Hotel, The Outside, and The Empty Mall all appear to be connected by the windows. The windows have many forms, and the majority of them enable you to see the other side. Some of the windows can be opened and closed, but some of them cannot. Breaking the windows appears to be impossible.

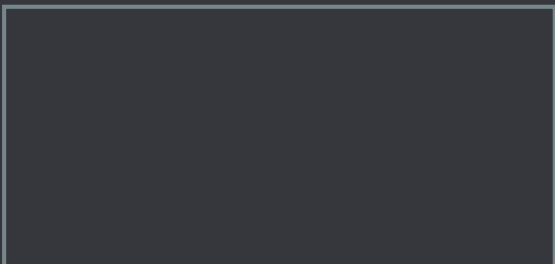


Shining Light...

The windows may appear to have different sides on various occasions. It appears to be a city at night, with numerous lights shining from buildings and streetlights. These windows are not accessible. Many wanderers believe that the other side of the windows are frontrooms. However, it doesn't seem to be the case because the view of the city appears to be immobile and perpetually enveloped in darkness. So, the windows are displaying an illusion for no apparent reason.

Some windows may show the other side as bright light streaming into the room. Since the majority of rooms with these windows lack a light source, it is expected that the window will cast light into the space, illuminating it.

The windows in this level are believed to be Entity 2 with no harmful. However, this is still unconfirmed.



Entrances and Exits

Entrances

- Set of sliding glass doors in [Level -33.1](#) and [Level -18](#) may lead back to this level.
- After a lengthy journey, one who crosses the [Level 37.5](#) boundary will arrive at the sea.

Exits

- [Level -33.1](#) or [Level -18](#) can be reached by passing through a set of sliding glass doors.
- Nocliping in this level could lead to [Level 37](#).
- You can exit [Level -33](#) by no-clipping through the bottom of the pools and appearing at Level -43.
- Slipping on an icy pool will lead to Level -33.9.

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